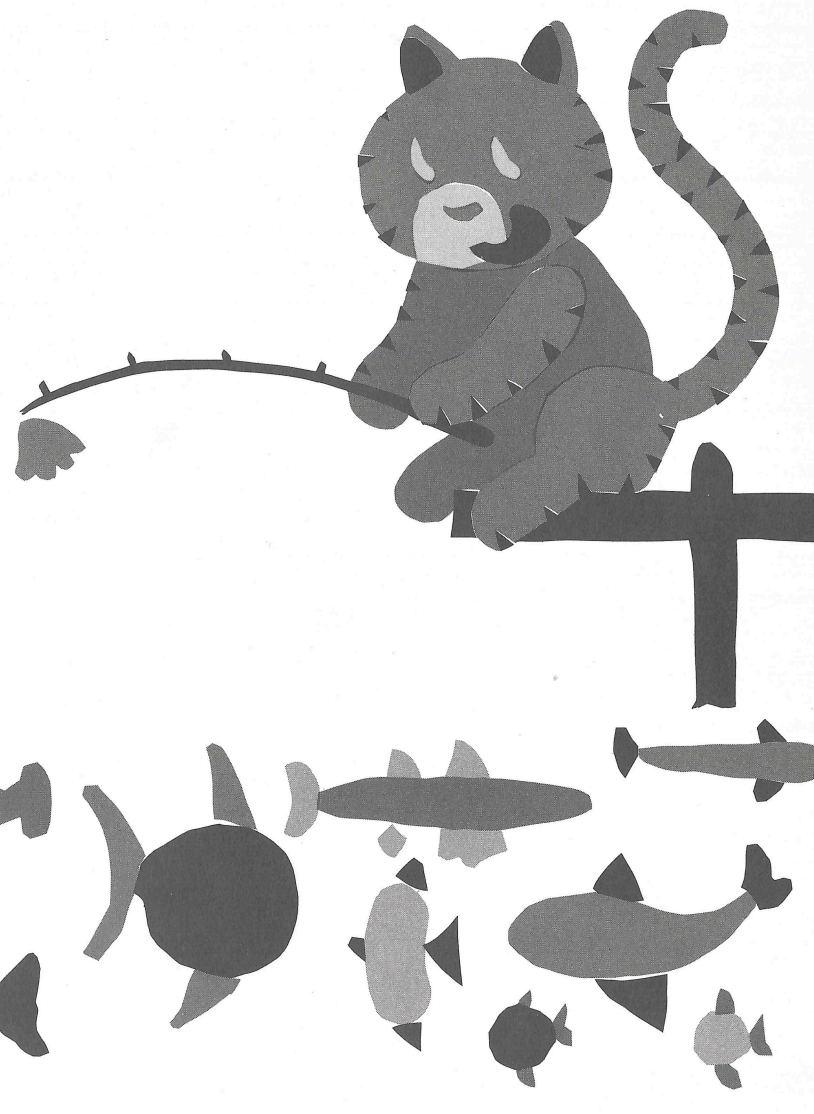


Let's Go Fishing™

How to load it.
How to use it.
How to learn
from it.



4. **String a pearl:** To add a pearl to your necklace, move the necklace right on top of a pearl.
5. **Touching the box:** anytime the needle touches the side of the box, you've made a mistake and play stops. You must then begin restringing a new number of pearls.
6. Continue to string pearls until you have strung the correct number, Then press the **RETURN** key, and the following will happen:
If you're correct, the screen will tell you what a fine job you've done.
If you're incorrect, the screen will tell you how many extra pearls you strung or how many pearls you are missing.

How to Learn from It

Let's Go Fishing™ will help develop these counting and addition skills:

- Number recognition
- One-to-one correspondence

The program also develops such perceptual skills as:

- Shape recognition
- Visual motor integration
- Tracking, scanning and focusing

This Early Learning program is especially designed for ages 4 to 8. It is an effective tool to develop counting skills, visual perception and eye/hand motor coordination . . . a true learn-by, grow-with experience!

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All About It

This diskette includes two separate programs directed at teaching basic mathematical concepts to children at the preschool and primary levels. Here's what you should know about both of them.

Let's Go Fishing

Something's fishy! Our fat cat friend has been sitting on a log with his fishing pole and has not caught a thing all day. He needs your help. Extend his pole, lower his line and go fishing. You can catch only a specified number of a certain type of fish. So, look and count carefully before you reel them in.

Your Goal

Use the fat cat's fishing pole to catch a specified type and number of fish.

Make a Necklace

Can you string together a specified number of pearls to make a necklace? To do so you must control a fast-flying needle. The needle can never touch the sides of the box that houses the pearls or you'll have to start restringing a whole new necklace.

Your Goal

String together a specified number of pearls to make a necklace.

Now get ready for the challenge . . .

How to Load It:

1. Insert the disk into the disk drive making sure the label of the disk is facing up and towards you.
2. Switch on the computer and monitor. The program will automatically load.
3. If the computer is already on, do the

following for whatever system you're using:

For the Apple II, press the **[RESET]** key.
For the Apple IIe or IIc, hold down the Open Apple, the **[CONTROL]** key, and press **[RESET]** key simultaneously.

How to Use It

1. Depress the **[CAPS/LOCK]** key on the Apple IIe and IIc:

If you are using an Apple IIe or IIc, make sure the **[CAPS/LOCK]** key is depressed before you begin.

2. Choose a program from the menu screen:

Press number **[1]** key to use *Let's Go Fishing*.

Press number **[2]** key to use *Make A Necklace*.

Press number **[3]** key to Quit.

3. Select options:

A. *Sound* – When the screen reads DO YOU WANT SOUND?, do either of the following . . .
Press **[Y]** key to hear all sound effects.
Press **[N]** key to turn off all sound effects.

B. *Directions* – When the screen reads DO YOU WANT DIRECTIONS?, do either of the following . . .
Press **[Y]** key to see directions.
Press **[N]** key to not see directions.

C. *Quitting the program*: To quit a program at any time, press the **[CONTROL]** key and **[RESET]**. If you wish to stop the program completely, choose Quit on the menu by pressing the number 3 key. Then, turn off the computer and monitor.

Let's Go Fishing

1. **The number and type of fish to catch:**
Look at Figure 1 for a sample screen. The number of fish to catch is always displayed in the cat's dream bubble. In this example, you must catch 4 fish. The type of fish you must catch is pictured in a box in the lower left corner of the screen.

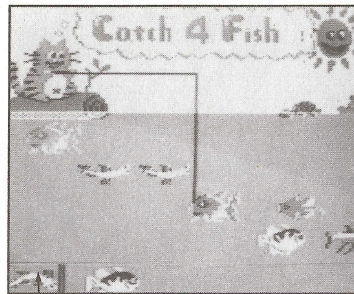


Figure 1

Catch Four (4) of this type of Fish

2. **Using the pole:** you can control the length of the pole and the depth of the fishing line by pressing a combination of four (4) keys.
The pole:
To lengthen the pole, press the right arrow **[→]** key.
To shorten the pole, press the left arrow **[←]** key.
The fishing line:
To lower the line, press the **[Z]** key.
To raise the line, press the **[A]** key.
3. **Going fishing:** do the following to catch a fish . . .

- A. Find the type of fish you must catch.
 - B. Adjust the pole length.
 - C. Lower the line to meet the fish you're trying to catch.
 - D. When the line and the fish meet, press the **[SPACE BAR]**.
4. Continue to fish as above until the correct number of fish are caught. Then press the **[RETURN]** key. The following will happen:
If you have caught the right type and the right number of fish, a squid will swim across the screen dragging a big ✓.
If you have caught the wrong number or any of the wrong type, a squid will swim across the screen dragging a big X.
 5. Press **[RETURN]** for another problem or press **[CONTROL]** and **[RESET]** to return to the menu.

Make a Necklace

1. The first screen will show a box of pearls and a needle in the upper left area of the box.
2. The number of pearls you must string also appears on the screen.
3. **Moving the needle:** press the following keys to move the needle:
Press **[A]** key to move the needle up.
Press **[Z]** key to move the needle down.
Press the right arrow **[→]** key to move the needle right.
Press the left arrow **[←]** key to move the needle left.
IMPORTANT: the needle will continue to move in the direction you indicate until you press another key. You must be very quick and agile to control this fast-moving needle.

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